



"Hard work is God's way of reminding us nothing comes easy in this life — or the next."

Winford "Winnie" Alexander

SCRAPE CODE

SEX	Male	AGE	48	HGHT	59	WGHT	190	EYES	Amber	HAIR	Gray
HANDEDNESS	Right Handed	RACE	White			RELIGION	Mormon				
OCCUPATION	Business Owner			PLACE OF ORIGIN	Kentucky, USA						

STR	11.06	▶	Damage Modifier	0	LIFT	205	CARRY	48	DRAG	513
INT	16.68	▶	Skill Learning Modifier	5	Accuracy Modifier	2				
WIS	9.28	▶	Skill Learning Modifier	-1	Speed Modifier	3				
DEX	8.03	▶	Accuracy/To Hit Modifier	-1	Speed Modifier	4				
CON	16.48	▶	Hit Point Modifier	5						
LKS	10.83	▶	Rep Modifier	0	Fame Modifier	0	Charisma Modifier	0		
CHA	12.08	▶	Skill Learning Modifier	1	Rep Modifier	1	Max# Companions	5		

FAME	11	REP	50
LOCAL		AVERAGE REPUTATION	

of Gunfights 0

11

SPEED

Speed Modifiers

-1

ACCURACY

Accuracy Modifiers

HIT POINTS			28
POINTS	LOCATION	DAYS TO HEAL	

Cash On Hand/Valuables:

\$175.00
Pipe, tobacco
Smokes/makings

NOTES:

Juror Personality: Conventional

NOTABLE SKILLS

Accounting	33%
Animal Empathy	71%
Appraisal: Animals	61%
Driving	47%
Prospecting	88%
Agriculture	76%

Listening	68%
Riding	36%

THUMBNAIL DESCRIPTION:

Winford Alexander is a devout Mormon who originally headed West when rumors of gold strikes reached him. When his attempts at prospecting didn't work out, Alexander decided to try farming. When he failed to make a go of that, he tried his hand at trading and selling horses. Fortune finally smiled upon him when the Kinnard-Lowerey Stage Company began soliciting for swing stations along the Animas to serve the gold camps. Alexander's property was ideally situated to take advantage of this. Swing Station Alexander soon began operations and quickly swung into full gear. Business is good and future prospects are bright. Things are finally looking up for 'ol Winnie.

TALENTS

Quick Thinking

QUIRKS

Early Riser

FLAWS

Blind in One Eye

BUILDING POINTS:

WANTED?:

REWARD

COMBAT SHEET

ACES & EIGHTS
SHATTERED FRONTIER

A ROLE PLAYING GAME

Winford "Winnie" Alexander

SCRAPE
CODE



of Gunfights 0

11

SPEED

Speed
Modifiers

-1

ACCURACY

Accuracy
Modifiers

STR	11.06	Damage Modifier	0
INT	16.68		
WIS	9.28		
DEX	8.03	"To Hit" Modifier	-1
CON	16.48		
LKS	10.83		
CHA	12.08		

HIT POINTS

28

POINTS	LOCATION	DAYS TO HEAL

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NOTES:



BRAWLING CHIPS

TOTAL
CHIPS

MAXIMUM BET
per ROUND

Damage (Red)	22	+1 to Damage per Chip	5
Agility (Blue)	24	+1 to Hit per Chip	4
Endurance (White)	25	-2 to Damage per Chip	8

HANDEDNESS Right Handed

Preferred Gun: Sharps Carbine Conversion



TYPE Carbine

DRAW SPEED MODIFIER +0 RELOAD SPEED 25

AMMO TYPE Cartridge .50

d10+1

DAMAGE

OF SHOTS 1

of Shots

2nd Barrel n/a

SHOTS FIRED

☐

5	10	15	20	25	30	40	50	70	90	120	150	200
+8	+4	+4	+3	+3	+2	+1	+1	0	-1	-2	-3	-4
250	300	350	400	450	500	600	700	800	900	1000	1250	1500
-6	-8	-10	-12	-15	-20	-25	-50					

Secondary Gun: S&W Russian



TYPE Revolver DA

DRAW SPEED MODIFIER 0 RELOAD SPEED 8

AMMO TYPE Cartridge .44 Cal

d5+1

DAMAGE

OF SHOTS 6

of Shots

2nd Barrel n/a

SHOTS FIRED

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5	10	15	20	25	30	40	50	70	90	120	150	200
+8	+4	+2	0	-1	-2	-3	-4	-6	-8	-12	-16	-24
250	300	350	400	450	500	600	700	800	900	1000	1250	1500
-32	-40	-50										



*"If you need me —
I'll be around, Boss."*

SCRAPE
CODE

SEX	Male	AGE	35	HGHT	63	WGHT	125	EYES	Green	HAIR	Brown
HANDEDNESS		Right Handed		RACE		White		RELIGION		Roman Catholic	
OCCUPATION			Apprentice			PLACE OF ORIGIN			Ireland		

STR	13.31	▶	Damage Modifier	+1	LIFT	225	CARRY	66	DRAG	563
INT	8.60	▶	Skill Learning Modifier	-2	Accuracy Modifier		-1			
WIS	13.26	▶	Skill Learning Modifier	2	Speed Modifier		1			
DEX	10.78	▶	Accuracy/To Hit Modifier	0	Speed Modifier		2			
CON	11.07	▶	Hit Point Modifier	0						
LKS	7.99	▶	Rep Modifier	-3	Fame Modifier	-3	Charisma Modifier	-2		
CHA	6.13	▶	Skill Learning Modifier	-4	Rep Modifier	-4	Max# Companions	1		

FAME	1	REP	15
LITTLE KNOWN		LOW REPUTATION	

# of Gunfights	1
5	-1
SPEED	ACCURACY
Speed Modifiers	Accuracy Modifiers

HIT POINTS		22 ▶	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
POINTS	LOCATION	DAYS TO HEAL	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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WOUNDS

Cash On Hand/Valuable Items
\$0.75
Whiskey flask
Chewing tobacco

Scars:	right eye, neck
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Cash On Hand/Valuables:
\$0.75
Whiskey flask
Chewing tobacco

NOTES:

Listening 71%

Juror Personality: Analytical

Animal Herding: Horses	60%
Weather Sense	54%
Brewing: Spirits	47%
Brewing: Beer	48%
Cooking	73%
Hunting	69%
Gambling	56%

Tom Greeley got his nickname after being caught cheating at cards. Greeley is about as shiftless as they come, but for some reason has been hired as the Swing Station Alexander assistant manager. He has proved to be quite unreliable in this role. He seems to sneak out as much as possible to hang out with his buddy Dee Harcum, play cards, and brew his secret recipe of beer and whiskey at a still Harcum built for him way back behind the station barn and forge.

Not only has Greeley been brewing his own liquor, but he's been getting his makings by stealing sacks of grain that are supposed to be used to feed the station's horses. He and Harcum have been having a great time sampling the product and getting sloshed. Greeley and Harcum have been selling small bottles of the stuff to various clients who are sworn to secrecy.

He's been helping keep Harcum employed, in spite of the fact that the carpenter is inept and lazy. The two are kindred spirits when it comes to work.

TALENTS	QUIRKS	FLAWS
Hold Your Liquor	Yellow Belly	Hard of Hearing
	Addict: Alcohol	
	Lazy	

BUILDING POINTS:		WANTED?:		REWARD	
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COMBAT SHEET



Tom "Five Aces" Greeley

SCRAPE
CODE



of Gunfights 1

5

SPEED

Speed
Modifiers

-1

ACCURACY

Accuracy
Modifiers

STR	13.31	Damage Modifier	+1
INT	8.60		
WIS	13.26		
DEX	10.78	"To Hit" Modifier	0
CON	11.07		
LKS	7.99		
CHA	6.13		

HIT POINTS

22

POINTS	LOCATION	DAYS TO HEAL

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐

NOTES:



BRAWLING CHIPS

TOTAL
CHIPS

MAXIMUM BET
per ROUND

Damage (Red)	26	+1 to Damage per Chip	6
Agility (Blue)	19	+1 to Hit per Chip	5
Endurance (White)	24	-2 to Damage per Chip	5

HANDEDNESS Right Handed

Preferred Gun: Marlin Stonewall Derringer



TYPE Derringer

SA

DRAW SPEED MODIFIER 0

RELOAD SPEED 20

AMMO TYPE Cartridge

.41 Cal

d3+1

DAMAGE

OF SHOTS 1

of Shots
2nd Barrel n/a

SHOTS FIRED

5	10	15	20	25	30	40	50	70	90	120	150	200
+8	0	-2	-5	-10	-20	-50						
250	300	350	400	450	500	600	700	800	900	1000	1250	1500

Secondary Gun:



TYPE

DRAW SPEED MODIFIER

RELOAD SPEED

AMMO TYPE

DAMAGE

OF SHOTS

of Shots
2nd Barrel

SHOTS FIRED

5	10	15	20	25	30	40	50	70	90	120	150	200
250	300	350	400	450	500	600	700	800	900	1000	1250	1500

COMBAT SHEET

ACES & EIGHTS
SHATTERED FRONTIER

~ A ROLE PLAYING GAME ~

Zebulon "Zeb" Rawlings

SCRAPE
CODE



of Gunfights 3

5

SPEED

Speed
Modifiers

1

ACCURACY

Accuracy
Modifiers

STR	8.64	Damage Modifier	-1
INT	10.66		
WIS	11.52		
DEX	11.01	"To Hit" Modifier	0
CON	10.89		
LKS	6.56		
CHA	8.02		

HIT POINTS

23

POINTS	LOCATION	DAYS TO HEAL

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☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐

NOTES:

BRAWLING CHIPS



TOTAL
CHIPS

MAXIMUM BET
per ROUND

Damage (Red)	17	+1 to Damage per Chip	4
Agility (Blue)	21	+1 to Hit per Chip	5
Endurance (White)	22	-2 to Damage per Chip	5

HANDEDNESS Right Handed

Preferred Gun: L.C. Smith Shotgun



TYPE Shotgun Breech DRAW SPEED MODIFIER +5 RELOAD SPEED 25/30

AMMO TYPE Shell 12 Gauge

d4 (p.p.)

DAMAGE

OF SHOTS 2

of Shots

2nd Barrel n/a

SHOTS FIRED

☐ ☐

5	10	15	20	25	30	40	50	70	90	120	150	200
+8	+4	+4	+3	+3	+2	+1	0	-1	-2	-4	-6	-12
250	300	350	400	450	500	600	700	800	900	1000	1250	1500
-15	-20	-25	-50									

Secondary Gun: Colt SAA .44 (7.5" Barrel)



TYPE Revolver SA DRAW SPEED MODIFIER +1 RELOAD SPEED 10

AMMO TYPE Cartridge .44 Cal

d5+1

DAMAGE

OF SHOTS 6

of Shots

2nd Barrel n/a

SHOTS FIRED

☐ ☐ ☐ ☐ ☐ ☐

5	10	15	20	25	30	40	50	70	90	120	150	200
+8	+4	+2	0	-1	-2	-3	-4	-6	-8	-12	-16	-24
250	300	350	400	450	500	600	700	800	900	1000	1250	1500
-32	-40	-50										

COMBAT SHEET

ACES & EIGHTS
SHATTERED FRONTIER

A ROLE PLAYING GAME



Jason "Carolina" Tuttle

SCRAPE
CODE

of Gunfights 4

0

SPEED

Speed
Modifiers

6

ACCURACY

Accuracy
Modifiers

STR	10.63	Damage Modifier	0
INT	16.40		
WIS	16.09		
DEX	14.09	"To Hit" Modifier	2
CON	10.23		
LKS	13.54		
CHA	17.15		

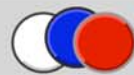
HIT POINTS

24

POINTS	LOCATION	DAYS TO HEAL

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☐ ☐ ☐ ☐

NOTES:



BRAWLING CHIPS

TOTAL
CHIPS

MAXIMUM BET
per ROUND

Damage (Red)	21	+1 to Damage per Chip	5
Agility (Blue)	30	+1 to Hit per Chip	7
Endurance (White)	26	-2 to Damage per Chip	5

HANDEDNESS Right Handed

Preferred Gun: Colt Bisley .45 Cal (7.5" Barrel)



TYPE Revolver SA

DRAW SPEED MODIFIER +1

RELOAD SPEED 10

AMMO TYPE Cartridge .45 Cal

d6+1

DAMAGE

OF SHOTS 6

of Shots

2nd Barrel n/a

SHOTS FIRED

☐ ☐ ☐ ☐ ☐ ☐

5	10	15	20	25	30	40	50	70	90	120	150	200
+8	+4	+2	0	-1	-2	-3	-4	-6	-8	-12	-16	-24
250	300	350	400	450	500	600	700	800	900	1000	1250	1500
-32	-40	-50										

Secondary Gun:



TYPE

DRAW SPEED MODIFIER

RELOAD SPEED

AMMO TYPE

DAMAGE

OF SHOTS

of Shots

2nd Barrel

SHOTS FIRED

5	10	15	20	25	30	40	50	70	90	120	150	200
250	300	350	400	450	500	600	700	800	900	1000	1250	1500



"Nobody has ever done anything for me. Why should I do anything for anyone else?"

Thaddeus T. Jackson

SCRAPE CODE

SEX	Male	AGE	35	HGHT	69	WGHT	165	EYES	Brown	HAIR	Brown
HANDEDNESS	Right Handed	RACE	White			RELIGION	agnostic				
OCCUPATION	Undertaker			PLACE OF ORIGIN	Vermont, USA						

STR	16.97	▶	Damage Modifier	+3	LIFT	318	CARRY	118	DRAG	795
INT	12.91	▶	Skill Learning Modifier	1	Accuracy Modifier	1				
WIS	13.79	▶	Skill Learning Modifier	2	Speed Modifier	1				
DEX	16.10	▶	Accuracy/To Hit Modifier	3	Speed Modifier	-2				
CON	13.43	▶	Hit Point Modifier	2						
LKS	8.80	▶	Rep Modifier	-2	Fame Modifier	-2	Charisma Modifier	-1		
CHA	5.20	▶	Skill Learning Modifier	-5	Rep Modifier	-5	Max# Companions	1		

FAME	0	REP	10
LITTLE KNOWN		LOW REPUTATION	

of Gunfights 1

1		4	
SPEED		ACCURACY	
Speed Modifiers		Accuracy Modifiers	

HIT POINTS		26 ▶
POINTS	LOCATION	DAYS TO HEAL

Cash On Hand/Valuables:
\$4500.00
Fancy hat
Fancy boots

NOTES:

Juror Personality: Analytical

NOTABLE SKILLS

Chemistry	56%
Brewing: Beer	78%
Accounting	42%
Mathematics	73%
Reading Comp./Pen.: English	65%
Sneaking	35%

Listening 45%

Riding 70%

THUMBNAIL DESCRIPTION:

Thaddeus is a mean fellow with a chip on his shoulder. He believes the world owes him a living and that he's been cheated out of the life he feels he should have. He is nominally heading to Lazarus to buy a tavern, but he's actually fleeing Vermont because he doesn't want to face the consequences from shooting a man to death. Thaddeus shot the man for "dabbling" with a woman he had designs on - a woman who spurned him.

Those who know him call Thaddeus "Wormy" both for his previous profession (an undertaker) and because of his unpleasant personality. He might just shoot anyone who calls him that. He's told himself that nobody is going to mess with him again the way he believes people have messed with him in the past.

He avoids talking to people so as not to have to answer questions about himself. For the record, there's no price on his head yet. Nobody has yet figured out that he is a murderer.

TALENTS

Deadly Shot

QUIRKS

Hothead

Ornery

FLAWS

BUILDING POINTS:

WANTED?:

REWARD

COMBAT SHEET



Thaddeus T. Jackson

SCRAPE
CODE



of Gunfights 1

1

SPEED

Speed
Modifiers

4

ACCURACY

Accuracy
Modifiers

STR	16.97	Damage Modifier	+3
INT	12.91		
WIS	13.79		
DEX	16.10	"To Hit" Modifier	3
CON	13.43		
LKS	8.80		
CHA	5.20		

HIT POINTS

26

POINTS	LOCATION	DAYS TO HEAL

WOUNDS

NOTES:



BRAWLING CHIPS

TOTAL
CHIPS

MAXIMUM BET
per ROUND

Damage (Red)	33	+1 to Damage per Chip	8
Agility (Blue)	29	+1 to Hit per Chip	8
Endurance (White)	27	-2 to Damage per Chip	6

HANDEDNESS Right Handed

Preferred Gun: Remington New Army



TYPE Revolver

SA

DRAW SPEED MODIFIER +2

RELOAD SPEED 100

AMMO TYPE Cap & Ball .36 Cal

d4+1

DAMAGE

OF SHOTS 6

of Shots
2nd Barrel n/a

SHOTS FIRED

SHOTS FIRED

5	10	15	20	25	30	40	50	70	90	120	150	200
+8	+4	+2	0	-2	-4	-6	-8	-12	-16	-24	-32	-40
250	300	350	400	450	500	600	700	800	900	1000	1250	1500
-50												

Secondary Gun:



TYPE

DRAW SPEED MODIFIER

RELOAD SPEED

AMMO TYPE

DAMAGE

OF SHOTS

of Shots
2nd Barrel

SHOTS FIRED

5	10	15	20	25	30	40	50	70	90	120	150	200
250	300	350	400	450	500	600	700	800	900	1000	1250	1500

COMBAT SHEET

ACES & EIGHTS
SHATTERED FRONTIER

A ROLE PLAYING GAME

Daniel Dee Harcum

SCRAPE
CODE



of Gunfights 5

6

SPEED

Speed
Modifiers

0

ACCURACY

Accuracy
Modifiers

STR	13.33	Damage Modifier	+1
INT	8.06		
WIS	11.81		
DEX	8.37	"To Hit" Modifier	-1
CON	10.63		
LKS	8.48		
CHA	14.80		

HIT POINTS

24

POINTS	LOCATION	DAYS TO HEAL

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☐ ☐ ☐ ☐

NOTES:



BRAWLING CHIPS

TOTAL
CHIPS

MAXIMUM BET
per ROUND

Damage (Red)	26	+1 to Damage per Chip	6
Agility (Blue)	16	+1 to Hit per Chip	4
Endurance (White)	22	-2 to Damage per Chip	5

HANDEDNESS Left Handed

Preferred Gun: American Arms Derringer



TYPE Derringer

SA

DRAW SPEED MODIFIER 0

RELOAD SPEED 20

AMMO TYPE Cartridge

.41 Cal

d3+1

DAMAGE

OF SHOTS 2

of Shots

2nd Barrel n/a

SHOTS FIRED

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5	10	15	20	25	30	40	50	70	90	120	150	200
+8	0	-2	-5	-10	-20	-50						
250	300	350	400	450	500	600	700	800	900	1000	1250	1500

Secondary Gun:



TYPE

DRAW SPEED MODIFIER

RELOAD SPEED

AMMO TYPE

DAMAGE

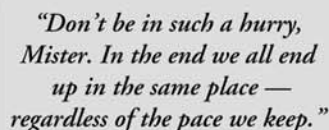
OF SHOTS

of Shots

2nd Barrel

SHOTS FIRED

5	10	15	20	25	30	40	50	70	90	120	150	200
250	300	350	400	450	500	600	700	800	900	1000	1250	1500

SCRAPE
CODE

REWARD

COMBAT SHEET

ACES & EIGHTS
SHATTERED FRONTIER

~ A ROLE PLAYING GAME ~

Jessup Tee Hayes

SCRAPE
CODE



of Gunfights 2

5

SPEED

Speed
Modifiers

0

ACCURACY

Accuracy
Modifiers

STR	13.04	Damage Modifier	+1
INT	9.63		
WIS	10.34		
DEX	10.80	"To Hit" Modifier	0
CON	13.48		
LKS	10.14		
CHA	9.06		

HIT POINTS

24

POINTS	LOCATION	DAYS TO HEAL

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
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☐ ☐ ☐ ☐

NOTES:



BRAWLING CHIPS

TOTAL
CHIPS

MAXIMUM BET
per ROUND

Damage (Red)	26	+1 to Damage per Chip	6
Agility (Blue)	20	+1 to Hit per Chip	5
Endurance (White)	23	-2 to Damage per Chip	6

HANDEDNESS Right Handed

Preferred Gun: Colt Dragoon



TYPE Revolver SA

DRAW SPEED MODIFIER +1

RELOAD SPEED 100

AMMO TYPE Cap & Ball .44 Cal

d4+1

DAMAGE

OF SHOTS 6

of Shots
2nd Barrel n/a

SHOTS FIRED

☐ ☐ ☐ ☐ ☐ ☐

5	10	15	20	25	30	40	50	70	90	120	150	200
+8	+4	+2	0	-2	-4	-6	-8	-12	-16	-24	-32	-40
250	300	350	400	450	500	600	700	800	900	1000	1250	1500
-50												

Secondary Gun:



TYPE

DRAW SPEED MODIFIER

RELOAD SPEED

AMMO TYPE

DAMAGE

OF SHOTS

of Shots
2nd Barrel

SHOTS FIRED

5	10	15	20	25	30	40	50	70	90	120	150	200
250	300	350	400	450	500	600	700	800	900	1000	1250	1500



"God has a place for me, but it's up to me to find it. All I know is that it's not here."

Maria Garza

SCRAPE CODE

SEX	Female	AGE	19	HGHT	62	WGHT	110	EYES	Brown	HAIR	Black
HANDEDNESS	Right Handed	RACE	Mexican			RELIGION	Roman Catholic				
OCCUPATION	none			PLACE OF ORIGIN	Mexico						

STR	12.76	▶	Damage Modifier	+1	LIFT	220	CARRY	61	DRAG	550
INT	14.14	▶	Skill Learning Modifier	3	Accuracy Modifier	1				
WIS	15.09	▶	Skill Learning Modifier	4	Speed Modifier	0				
DEX	8.72	▶	Accuracy/To Hit Modifier	-1	Speed Modifier	3				
CON	11.51	▶	Hit Point Modifier	0						
LKS	6.67	▶	Rep Modifier	-4	Fame Modifier	-4	Charisma Modifier	-2		
CHA	11.47	▶	Skill Learning Modifier	0	Rep Modifier	0	Max# Companions	4		

FAME	0	REP	22
LITTLE KNOWN	AVERAGE REPUTATION		

of Gunfights 0

7		-2	
SPEED		ACCURACY	
Speed Modifiers		Accuracy Modifiers	

HIT POINTS		23 ▶
POINTS	LOCATION	DAYS TO HEAL

Cash On Hand/Valuables:
\$12.00
Bible
Charm bracelet
Purse/Bag

NOTES:

Scars:

Juror Personality: Analytical

NOTABLE SKILLS

Cooking	23%
Idle Gossip	67%
Language: English	58%
Nursing	41%
Seamstress/Tailor	39%

Listening	68%
Riding	80%

THUMBNAIL DESCRIPTION:

Maria Garza is about as sweet and hardworking as they come. Her mother died a few years ago of smallpox. She never knew her father, but was told he was a soldier who possessed the same strong will she has.

Hard times hit her hometown and the hotel where she worked closed its doors. Maria answered an advertisement in the paper for a housekeeper in a well-to-do household in Muskeegie. She was wired enough money for a stage ticket and meals and has set out on the adventure of her life.

The closer she gets to her destination, the more apprehensive she's become about working and living with a family she's never met. Something about her travel on the stage and the new vistas presented to her has made her wonder if other opportunities are being forever lost.

She has spent the money sent to her, however, and is now committed. She still holds out hope that life will offer her more than being a simple servant.

TALENTS	QUIRKS	FLAWS
Guardian Angel	Cheapskate	

BUILDING POINTS:	WANTED?:	REWARD
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COMBAT SHEET

ACES & EIGHTS
SHATTERED FRONTIER

~ A ROLE PLAYING GAME ~



Maria Garza

SCRAPE
CODE

of Gunfights 0

7

SPEED

Speed
Modifiers

-2

ACCURACY

Accuracy
Modifiers

STR	12.76	Damage Modifier	+1
INT	14.14		
WIS	15.09		
DEX	8.72	"To Hit" Modifier	-1
CON	11.51		
LKS	6.67		
CHA	11.47		

HIT POINTS

23

POINTS	LOCATION	DAYS TO HEAL

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NOTES:



BRAWLING CHIPS

TOTAL
CHIPS

MAXIMUM BET
per ROUND

Damage (Red)	25	+1 to Damage per Chip	6
Agility (Blue)	22	+1 to Hit per Chip	4
Endurance (White)	26	-2 to Damage per Chip	5

HANDEDNESS Right Handed

Preferred Gun:

TYPE

AMMO TYPE

DAMAGE

DRAW SPEED MODIFIER

RELOAD SPEED

OF SHOTS
of Shots
2nd Barrel

SHOTS FIRED

5	10	15	20	25	30	40	50	70	90	120	150	200
250	300	350	400	450	500	600	700	800	900	1000	1250	1500

Secondary Gun:

TYPE

AMMO TYPE

DAMAGE

DRAW SPEED MODIFIER

RELOAD SPEED

OF SHOTS
of Shots
2nd Barrel

SHOTS FIRED

5	10	15	20	25	30	40	50	70	90	120	150	200
250	300	350	400	450	500	600	700	800	900	1000	1250	1500